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Killer Game Programming in Java

Andrew Davison

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Java Gaming & Graphics Programming



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Andrew Davison : Killer Game Programming in Java before purchasing it in order to gage whether or not it would be worth my time, and all praised Killer Game Programming in Java:

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only one class. Again, it is a great book from what I have gleaned, and it will most definitely come in handy in the future. But make sure you have a very sturdy base in Java before giving it a try. 4 of 4 people found the following review helpful. really informative By howg this book is so well written that there's someone on youtube using all the code from this book to make his own game tutorial i thought he was making it on his own but he took the foundation of his book and was able to make something out of nothing as will i shortly this book was written in 2005 but the code is still good in 2012 so anybody who has an understanding in java but is unsure how to start this book is definitely the way to go, because not only is the code well explained but the author also helps you with planning it out with UML to give you an even better insight on getting started

Although the number of commercial Java games is still small compared to those written in C or C++, the market is expanding rapidly. Recent updates to Java make it faster and easier to create powerful gaming applications-particularly Java 3D-is fueling an explosive growth in Java games. Java games like Puzzle Pirates, Chrome, Star Wars Galaxies, Runescape, Alien Flux, Kingdom of Wars, Law and Order II, Roboforge, Tom Clancy's Politika, and scores of others have earned awards and become bestsellers. Java developers new to graphics and game programming, as well as game developers new to Java 3D, will find Killer Game Programming in Java invaluable. This new book is a practical introduction to the latest Java graphics and game programming technologies and techniques. It is the first book to thoroughly cover Java's 3D capabilities for all types of graphics and game development projects. Killer Game Programming in Java is a comprehensive guide to everything you need to know to program cool, testosterone-drenched Java games. It will give you reusable techniques to create everything from fast, full-screen action games to multiplayer 3D games. In addition to the most thorough coverage of Java 3D available, Killer Game Programming in Java also clearly details the older, better-known 2D APIs, 3D sprites, animated 3D sprites, first-person shooter programming, sound, fractals, and networked games. Killer Game Programming in Java is a must-have for anyone who wants to create adrenaline-fueled games in Java.

"Packed with Java content, with hundreds of links to even more information. The last word in Java game programming." - Paul Hudson, Linux Format, October (Top Stuff Award) About the Author Andrew Davison received his Ph.D. from Imperial College in London in 1989. He was a lecturer at the University of Melbourne for six years before moving to Prince of Songkla University in Thailand in 1996. He has also taught in Bangkok, Khon Kaen, and Hanoi. His research interests include scripting languages, logic programming, visualization, and teaching methodologies. This latter topic led to an interest in teaching games programming in 1999. His O'Reilly book, "Killer Game Programming in Java", was published in 2005.